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U.S. GOLD™!

**THUNDER
STRIKE™**

WORLD CUP GOLF
PROFESSIONAL EDITION™
Golf

SHELLSHOCK™

USGOLD

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SEGA™



SEGA SATURN™

USGOLD®

**Johnny
bazookatone™**

Includes title track
featuring Richie Sambora
and Tito Torres from
Bon Jovi!



T-7909H

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FOR PLAY ON THE SEGA SATURN™ SYSTEM.



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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

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The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- ☐ The compact disc is intended for use exclusively on the Sega Saturn.
- ☐ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ☐ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ☐ Always store the disc in its protective case.



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STARTING UP

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1.
2. Place the Johnny Bazookatone disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)
4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control Panel.



Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



THE STORY

In the nethermost depths of Hell we find El Diablo, sitting miserably pondering the boredom of his existence. Being the supreme ruler of the Underworld is not enough for this bored soul, and he looking for some new way to improve his state of mind. Turning to his vast array of monitors, on which he watches the world above, he sees something that holds his attention. He watches, growing more and more interested in what he is seeing. A cruel and twisted idea has taken root in those dark and deep recesses of his unfathomable mind. What is it that he is watching? A rock concert. With a guitarist, and in particular, a guitar.

Up in the world of the living we find ourselves at that particular rock concert. A rock concert featuring the talents of one Johnny Bazookatone and his band, Johnny, with his special guitar Anita, is the biggest music sensation in the world right now. His concerts no longer fill stadiums, but whole cities, bridging all generations, races and creeds. He spreads peace, harmony and the love of good music across the globe.

Back in Hell, it is envy that El Diablo feels. He envies the sounds that emanate from Johnny's guitar.

"If I could only get my hands on that magical guitar, then I could make music even greater than this. Then the world would rock to my tunes. What do I mean 'if'? I am the ruler of the depths of Hell, I can do anything I want!" He thought to himself, "Maybe the devil does have the best tunes after all."

With that, El Diablo sent his minions, the Four Impmen of the...the Apocra... Acropo... Apotoll... whatever, out to kidnap Johnny's guitar, Anita. When the Impmen returned with Anita in their clutches El Diablo grabbed her and tried to play, but he sounded awful. He did not realize that there was no music in his soul and without that, Anita was useless to him. Having tried for some time in vain to play properly, he became incensed with his lack of musical ability.

"WELL, IF I CAN'T PLAY MY MUSIC, THEN THE WORLD WILL HAVE NO MUSIC!" and with that he sent his minions out to capture the great rock musicians of the era, from Johnny's band. Out they went and kidnapped rock, techno, jazz, and soul geniuses.

They grabbed all the living legends in the music industry, but they could not catch Johnny Bazookatone. Johnny saw them coming and realized that these must have been the same guys that stole Anita. Following them to try and find out where they were taking the rock legends, Johnny knew that they would also lead him to where Anita was being held captive.

As Johnny came to the outer reaches of El Diablo's domain, El Diablo became aware of Johnny's presence and appeared before him.

"I have your precious guitar and I have the greatest living legends in my captivity. Do you think for even one second that you can get to them? They are spread across my entire domain, hidden from you and the world. Leave now or become a prisoner of my dungeons yourself!"

Unimpressed with El Diablo's threats, Johnny nonchalantly grabs his guitar gun, checks his hair and threads, and crosses the threshold of Hell.

Believing that he is unbeatable, El Diablo sits back and smiles in satisfaction as he sees Johnny cross over. His Four Impmen are behind him watching his vast array of monitors, each Imp transfixed on his favorite channel. Imp 1 is a western fan who always carries his six shooters with him. Imp 2 is a Roman film fanatic, forever armed to the teeth with weapons. Imp 3 is a sci-fi freak who can teleport and carries a phaser and wears fake alien ears. Imp 4 is a kung fu film nut who has learned all his martial arts skills from the TV and thinks he is a Grand Master. These four are dispatched to hinder Johnny's progress as he moves deeper into Hell.

Johnny's journey will take him through an old vacant prison that covers the entrance to Hell through to The Hotel Demonique. He will face a Crazy man in the Attic, the huge Bouncer in the Disco and the Ballroom, and do battle with the Concierge. Then having contracted a dose of food poisoning at the restaurant, Johnny heads to The Hospital, into the surgery and finally battles his way to The Penthouse where El Diablo resides.

Having rescued his musical heroes Johnny must then defeat El Diablo and then and only then he will finally be reunited with his favorite guitar.

OPTIONS

Music On / Off

Turn music on and off

Sound fx On / Off

Turns Sound fx on and off

Music Test

Play a music clip from the game

SFX Test

play sound effects from the game

Audio Mono / Stereo

Play sound in mono or stereo

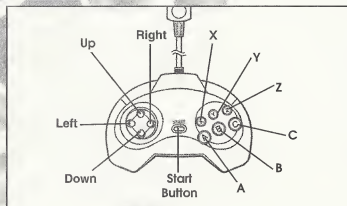
Control Pad

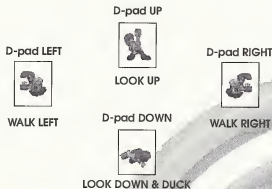
There are four preset control settings. Move the D-pad left or right to choose between the four settings.

Password

You will be given passwords after completing each level. You will be able to enter your passwords within here. Press up or down on the D-pad to select the character and left or right on the D-pad to change to the next slot or previous slot. Once you have entered the correct password, hit button B.

CONTROLS





Note: The following controls are the default settings and may be changed. If control type is changed the control buttons in the manual will be incorrect.

D-pad LEFT / RIGHT WITH RIGHT SHOULDER BUTTON PRESSED



BUTTON A



Johnny will begin firing with his guitar when the A button is pressed. When firing, Johnny will not be able to walk or run. The D-Pad will control the direction of the shooting.

BUTTON B



If you press the B button, Johnny will jump. Johnny's jump height is dependent on how long the button is held down and whether you also have the run button held down.

BUTTON C



This is the Power-up weapon. Holding down the C button and then releasing it will fire the powered-up blast. The longer the button is held down, the bigger the blast.

BUTTON X

TO ENTER AN ELEVATOR (CERTAIN LEVELS ONLY) CHOOSE UP OR DOWN WITH THE D-PAD, DEPENDING ON WHICH DIRECTION YOU WANT TO GO, AND THEN PRESS BUTTON X.

LEFT SHOULDER BUTTON



SUCK UP / RELEASE OBJECT.

RIGHT SHOULDER BUTTON

THIS WILL MAKE JOHNNY DO A PUNK POGO SPIN ATTACK. IT WILL ALSO BEGIN THE RUN IF HELD DOWN. YOU CAN PRESS THIS IN MID-JUMP AND JOHNNY WILL RUN WHEN HE LANDS, IF IT IS STILL HELD DOWN.



WHEN FALLING OR JUMPING, JOHNNY CAN AIM DOWNWARD AND BEGIN SHOOTING RAPIDLY, BY USING BUTTON A. THIS WILL CAUSE JOHNNY TO HOVER, FALLING SLOWLY. IF YOU ALSO USE YOUR SPIN ATTACK WHILE HOVERING YOU WILL BE ABLE TO TRAVEL MUCH FURTHER.

WORLDS

1. PRISON

IN THIS SPOOKY PLACE, DANGER LURKS AROUND EVERY CORNER.

- **PRISON GRAVEYARD**
 - SKELETONS 500 POINTS
- **PRISON COURTYARD**
 - THUGS TRY AND AVOID THESE GUYS.
 - KLAXON FIND SOMETHING TO SHUT HIM UP!
 - GUARD DOGS STAY CLEAR, THEY BITE.

- **BOUNCING MUSHROOMS** THESE ENABLE YOU TO REACH DIFFERENT HEIGHTS. VARIOUS COLORS MAY DO DIFFERENT THINGS.
- **PRISON CELLS**
 - **MATTRESSES** USE THESE TO BOUNCE ON.
 - **KEYS** USE THESE TO OPEN LOCKED DOORS.
- **RIVER STYX**
 - **PIRANHA** 200 POINTS
 - **CHARON** FERRYMAN. YOU MUST PAY YOUR WAY!
 - **JAZZ GUY** COLLECT 100,000 POINTS FOR RESCUING.
 - **SUSHI** COLLECT 50,000 POINTS FOR DEFEATING.

2. HOTEL

WALKER

- **THE LOBBY**
 - **SUITCASES** USE THESE TO BOUNCE ON.
 - **TELEPORTER** THESE TELEPORT YOU FROM PLACE TO PLACE. PLACES THAT YOU MAY NOT BE ABLE TO GET TO NORMALLY.
- **ROTATING CHAIRS** USE THESE TO MAKE YOUR WAY TO THE TOP.
- **ELEVATORS** FIRST YOU MUST MAKE SURE YOU ARE STANDING DIRECTLY IN FRONT OF THE ELEVATOR. THEN YOU MUST PRESS EITHER UP OR DOWN AND BUTTON X ON THE PAD TO ENTER AND GO UP OR DOWN.
- **LAMP** 200 POINTS
- **VINE** 200 POINTS
- **THE TICKET** 50,000 POINTS
- **THE CLOCK TOWER** THIS IS THE ENTRANCE INTO THE ATTIC. YOU MAY FIND SOME INTERESTING ITEMS!
- **THE ATTIC**
 - **GENERATOR** TRY TO START IT. 5000 POINTS
 - **WINCH** THIS IS USED FOR THE ELEVATORS.
 - **CRAZY OLD MAN** COLLECT 50,000 POINTS FOR DEFEATING.

• THE DISCO

- **BOUNCER** YOU NEED TO GIVE HIM SOMETHING, IN ORDER TO ENTER THE DISCO.
- **DANCERS** BOUNCE ON THEIR HEADS WHEN THEY STOP DANCING.
- **CONCIERGE** COLLECT 50,000 POINTS FOR DEFEATING.
- **SOUL GUY** COLLECT 100,000 POINTS FOR RESCUING HIM.

3. RESTAURANT

THIS IS A VERY FAST PACED EXUBERANT PLACE WHERE ANYTHING COULD BE A HAZARD.

• THE DINING ROOM

- **PIG** ONLY SHOOT WHEN HE SMILES! 500 POINTS
- **JELLY** GOOD FOR BOUNCING ON.
- **FLY** 500 POINTS
- **CHICKEN** 500 POINTS
- **DUMB WAITER** FOOD JUST KEEPS COMING.
- **FAT GUY** THIS GUY IS ALWAYS HUNGRY!

• THE VENTS

NEGOTIATE YOUR WAY AROUND THE MAZE.

- **SWITCHES** SHOOT THESE FOR A BREATH OF FRESH AIR.

• THE KITCHEN

MAKE A SOUFFLE FOR AN UPLIFTING EXPERIENCE.

- **BAG OF FLOUR** 200 POINTS
- **CUP CAKE** BOUNCY THINGS.
- **EGGS** 200 POINTS
- **MOUSE TRAP** THIS COULD TAKE YOU TO NEW HEIGHTS.
- **SAUCEPAN** COULD GIVE YOU AN UPLIFTING EXPERIENCE.
- **BURGERS** USE THESE TO CROSS HAZARDS.
- **TOASTER** THIS COULD TAKE YOU TO NEW HEIGHTS.
- **TELEPORTING TINS** PLAY THIS GAME AND WIN BIG.
- **HEAD CHEF** COLLECT 50,000 POINTS FOR DEFEATING HIM.
- **TECHNO KID** COLLECT 100,000 POINTS FOR RESCUING HIM.

4. HOSPITAL

• THE RECEPTION

YOU USUALLY GET SEEN RIGHT AWAY, BUT NOT HERE. IT IS VERY BUSY AND UNLESS YOU SHORTEN THE LINE, YOU WILL HAVE TO WAIT.

- SICK IMPS MAYBE IF YOU GIVE THESE GUYS SOMETHING, THEY WILL LEAVE. 10,000 POINTS EACH
- SHOCK NURSE 1000 POINTS

• THE WARDS

PLEASE BE QUIET, IMPS ARE ASLEEP, BUT THERE MAY BE SOMETHING YOU NEED TO COLLECT!

- VIRUSES THESE COULD CURE, EVENTUALLY!

• THE MORGUE

STEREO EQUIPMENT COULD BE USEFUL.

• THE VENT CHASE

NEGOTIATE YOUR WAY AROUND THE MAZE.

• THE LAB

PROBABLY THE MOST IMPORTANT ROOM, WHERE YOU MUST PERFORM AN IMPORTANT PROCEDURE, BUT BEWARE: YOU MAY GET SQUASHED.

- DOC LUMPHAMMER TRY AND DISTRACT HIM!
- VIRUS MACHINE CURE SOMETHING WITH THIS MACHINE!

• THE SURGERY

YOU MUST TRY AND DEFEAT DOC BUZZSAW THREE TIMES IN HIS VARIOUS GUISES.

- DOC BUZZSAW COLLECT 50,000 POINTS FOR DEFEATING.
- ROCK GUY COLLECT 100,000 POINTS FOR RESCUING.

5. PENTHOUSE

• THE TV ROOM

YOU MUST DEFEAT ALL 4 IMPS TOGETHER, IN YOUR MOST CHALLENGING BATTLE YET!

- KUNG FU IMP

HE IS A KUNG FU EXPERT. YOU COLLECT 5000 POINTS FOR DEFEATING THIS IMP.

- ROMAN IMP

HE IS OBSESSED WITH WAR AND HIS TACTICS ARE SECOND TO NONE. YOU COLLECT 5000 POINTS FOR DEFEATING THIS IMP.

- SCI FI IMP

HE IS OBSESSED WITH SCIENCE FICTION. YOU COLLECT 5000 POINTS FOR DEFEATING THIS IMP.

- WESTERN IMP

HE IS OBSESSED WITH THE GOOD OLD WILD WEST. YOU COLLECT 5000 POINTS FOR DEFEATING THIS IMP.

• EL DIABLO'S DOMAIN

YOU MUST DEFEAT EL DIABLO IN ORDER TO RESCUE ANITA, YOUR FAVORITE GUITAR.

- EL DIABLO COLLECT 500,000 POINTS FOR DEFEATING HIM.
- ANITA COLLECT 100,000 POINTS FOR RESCUING HER.

GENERAL ITEMS

- SINGLE NOTE 10 POINTS / 1 NOTE (1000 FOR AN EXTRA LIFE)
- TREBLE CLEF 100 POINTS / 10 NOTES (1000 FOR AN EXTRA LIFE)
- BRONZE STAR 1 ENERGY POINT
- SILVER STAR 2 ENERGY POINTS
- GOLD STAR 3 ENERGY POINTS
- RAINBOW NOTE COLLECT 7 IN ANY ORDER AND GET 100,000 POINTS. COLLECT IN RIGHT ORDER AND GET TAKEN TO A BONUS ROOM.

- GOOD IMP
- JOHNNY HEAD
- LEGION

GIVES YOU A CONTINUE.

GIVES YOU AN EXTRA LIFE.

ONCE IN RANGE, LEGION WILL HOME IN ON YOU AND WILL START TO BUD. TRY AND CLEAR ALL THE BUDS OR THEY WILL CHASE YOU. 100 POINTS FOR INDIVIDUAL BUDS.

- KUNG FU IMP

HE IS A KUNG FU EXPERT. YOU COLLECT 5000 POINTS FOR DEFEATING THIS IMP.

- ROMAN IMP
- SCI FI IMP
- WESTERN IMP
- SMALL IMP

HE IS OBSESSED WITH WAR AND HIS TACTICS ARE SECOND TO NONE. YOU COLLECT 5000 POINTS FOR DEFEATING THIS IMP.

HE IS OBSESSED WITH SCIENCE FICTION. YOU COLLECT 5000 POINTS FOR DEFEATING THIS IMP.

HE IS OBSESSED WITH THE GOOD OLD WILD WEST. YOU COLLECT 5000 POINTS FOR DEFEATING THIS IMP.

THESE GUYS ARE RELATED TO THE 4 IMPS OF THE APOCALYPSE. YOU COLLECT 100 POINTS FOR DEFEATING THIS IMP.

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